



TEACHER SURVEY | “libraries = education” | Overall reflection

Please use this survey to reflect on using **extended reality (XR)** in your class, as an extra credit assignment, or other collaborative project that integrated **virtual reality (VR)** or **augmented reality (AR)**.

1. *Do you think the use of XR has the potential to help students prepare for a future job?*

____ Yes ____ No

Please specify how or why:

2. *What types of XR experiences would you like to see more of in your library to help students?*

3. *Would you like to include XR experiences into your curriculum more often, or less?*

____ More often ____ I cannot say ____ Less often ____ I'd prefer not to include them at all.

Please specify why:

4. *What did you like best about using XR in your library?*

5. *What friction was there and what could be improved?*

6. *What kinds of resources/support do you need to integrate XR into your curriculum/library?*
